Hi X,

The release below announces winners in the Corporate/Vocational Skills sector in our International Serious Play Awards Competition. Hope you will give the winners a boost.

For Immediate Release

**Four Serious Games Designed for Corporate/Vocational Skills Training Win Awards In Annual International Competition**

Toronto — August 12, 2024 — Four educational games developed for Corporate/Vocational Skills training have been cited for excellence in the 2024 International Serious Play Awards Program.

Gold Medals went to the following:

* [House Flipper 2](https://frozendistrict.com/), "House Flipper 2" is a realistic simulation game designed to teach practical skills in home renovation and interior design. Players start with dilapidated properties, learning project assessment, renovation techniques, and business management through hands-on tasks like electrical work, plumbing, and budgeting. This engaging tool offers both novices and professionals a risk-free environment to explore design creativity and enhance their industry skills.

Silver Medals went to the following:

* [Intent](https://www.etc.cmu.edu/blog/projects/intent/) – Developed by college students from Carnegie Mellon University, "INTENT" is a transformational game designed to help neurotypical employees better understand and empathize with autistic colleagues in the workplace, serving as both a prototype and research tool for inclusivity training. Through interactive decision-making and realistic simulations, players experience the challenges faced by autistic individuals, fostering empathy and promoting positive relationships. With input from experts and extensive playtesting, the game guides players from awareness to active allyship, encouraging more inclusive behavior in real life.
* [AI-Powered Ventilation Training: Integrating VR in HVAC Education](https://www.metropolia.fi/en) - Developed by college students at Metropolia UAS Helsinki, the "AI-Powered Ventilation Training" project integrates VR and AI to train students over 16 from vocational schools and construction faculties in HVAC maintenance. The VR simulation offers interactive, real-world scenarios with 3D models, step-by-step guides, and real-time feedback to enhance learning efficiency. This innovative educational tool combines modern technology with traditional training methods to better prepare students for practical HVAC tasks.

A Bronze Medals went to the following:

* Happy, Serious Game on the Keys to Happiness Developed by college students, "Happy" is a dynamic serious game where players, assuming the role of Elisa, explore the keys to happiness while working for a digital newspaper. Guided by realistic simulations and the latest research, players learn to connect with emotions, find meaningful activities, and adopt healthy realism to increase their happiness. Accessible through the Gamelearn platform, this innovative and practical game-based learning experience is designed for anyone interested in understanding and promoting happiness.

[Serious Play Conference](https://seriousplayconf.com/about-us/) brings together professionals who are exploring the use of game-based learning, sharing their experience, and working together to shape the future of training and education. For more information on the Serious Play Award Program, go to: <https://seriousplayconf.com/awards/>

For more information about Serious Play Conference, go to: <https://seriousplayconf.com/>

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